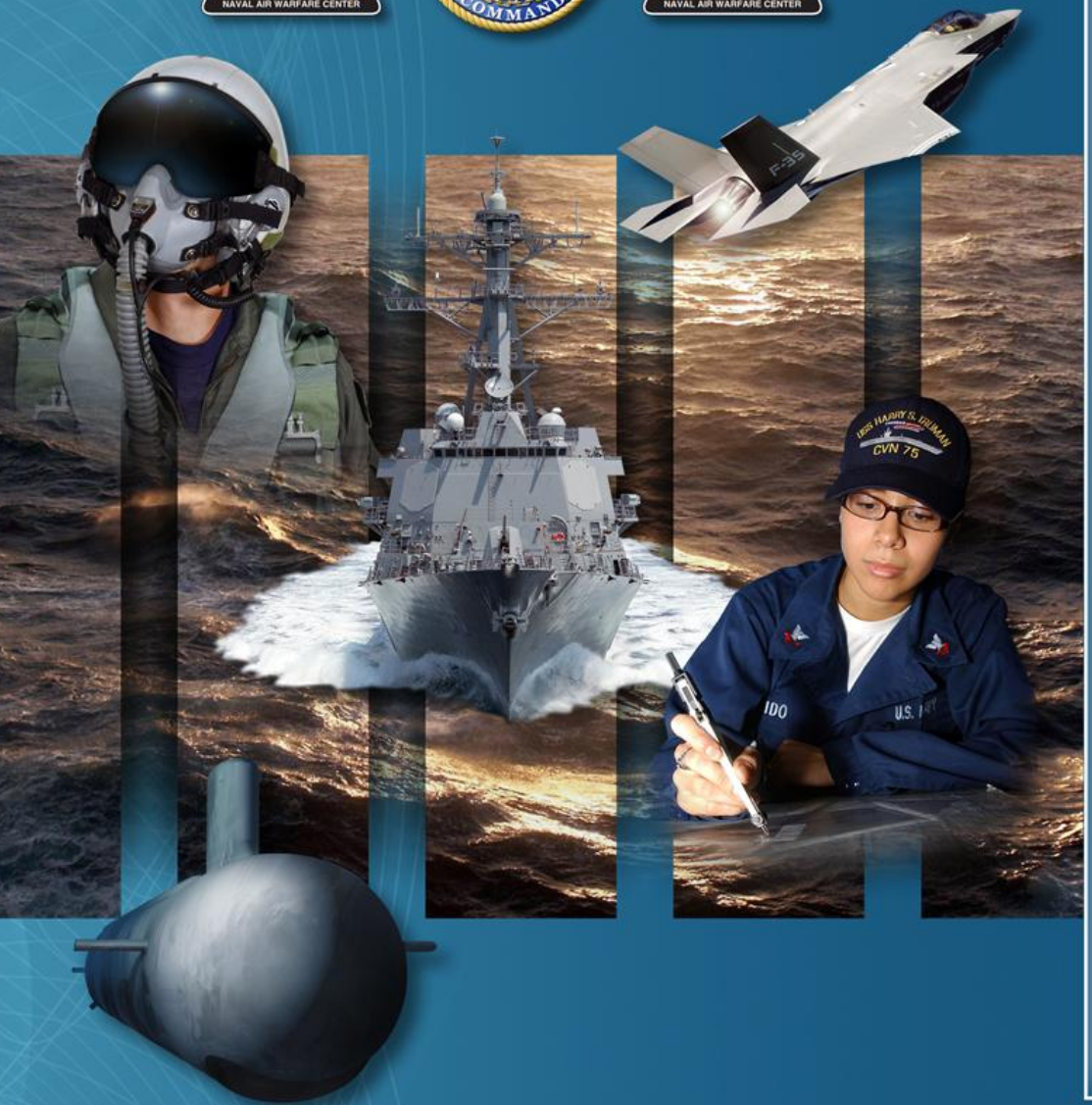
NAVAL AIR WARFARE CENTER
TRAINING SYSTEMS DIVISION
ORLANDO FLORIDA



Team Orlando Partnerships In Virtual Worlds

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NAWCTSD

August 12, 2010

Report Documentation Page

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Virtual World Partnerships

Empirical Research

- Federal Virtual World Challenge
- Theme: Training
- Air Force: Mars Expedition Challenge
- Validating the Technology
- Reverse Engineering
- Design Document, Story Board
- 3 Modalities

Text vs Web vs Virtual World

Federal Virtual Worlds Challenge

- Home
- Winners!
- Photos
- Schedule
- Rules
- Feedback-Review
- Current Events
- FAQ

US ARMY RDECOM

Challenge

The Federal Virtual World Challenge is an event led by the U.S. Army Research, Development and Engineering Command, Simulation and Training Technology Center. This event is being conducted in order to reach a global development community to provide innovative and interactive training and analysis solutions in virtual worlds. The event criterion is intentionally unbounded to allow for creative solutions. This challenge is intended to explore the possibilities for using virtual worlds that have not, and may not have, ever been considered by the Government.

The inaugural event is being conducted in 2009 with the winners being announced during March 2010 *Defense Users' Game Tech Conference* in Orlando, Florida. The deadline for submittals is November 15, 2009. Entries will be sorted into logical categories upon receipt. The Federal Government evaluation period will run through January with a public feedback period running through February.

Description

The focus of the challenge is training or analysis capabilities conducted wholly in a virtual environment. The audience includes all United States Government Departments and Agencies, including (but not limited to) Department of Defense (DoD), Department of Homeland Security (DHS), Department of Transportation (DOT), National Aeronautics and Space Administration (NASA) and Department of Health and Human Services (DHS).

The Challenge is open to all contestants. Contestants 18 and under must get written parental consent (for a consent form email

MISSION STATUS
READY
MISSION CLOCK
0:00:00
HOUR
MINUTE
SECOND
Expedition Challenge-Based Learning
Beyond Earth Orbit: Journey to Mars
Arrive
Mars Orbit
(Phase V)
Pre Mars Orbit
(Phase IV)
Post Earth Orbit
(Phase III)
Arrive
Spacecraft
(Phase II)
Spacecraft
and Mars
Mission
Complete
Earth
Arrive
Mars Station
(Phase VI)
Rocket Launch
(Phase I)
Learning!
Welcome too Expe

Virtual World Partnerships

- **NAWCAD Strategic Cell**
  - **20 focus areas for next 3-5 years**
  - **3D Immersive Environments**
- **VW Prototype**
  - **Second Life Main Grid**
  - **Island per major location**
  - **Horizontal Integration of resources**

NAWCTSD

Virtual World Partnerships

Academia

- Guest Lectures
- Workshops
- Virtual Space
- Science of Learning leveraging Technology
- 21st Century Learner
- Team Orlando Co-Presentations

Seminole County Community College
University of Central Florida
Colorado Technical University
Stanford University
The College of New Jersey

Formal learning spaces
Informal learning spaces
Mass learning
Personalised learning
Competitive
Collaborative learning & assessment
Restricted & constructed
Creative & extended
Instruction
Personal author & innovator
Content
Knowledge & understanding

STANFORD SCHOOL OF MEDICINE | Center for Immersive and Simulation-based Learning

CISL

EVENTS & OPPORTUNITIES

SIME SEMINAR SERIES

(See SIME Calendar)

CISL ACTIVITIES

NEWS

The Education Institute of the Department of Surgery at Stanford is reaccredited as a Level I Education Institute

Virtual Patients and Worlds

Desktop computers allow multiple participants to interact simultaneously with the same patient in a common "virtual world". The virtual world is typically presented as a 2D perspective world. Each participant has an "avatar" that represents them in the virtual world. Your avatar can interact with the other participants, who may take on different clinical roles in the clinical world that is created.

LEARN MORE ›

‹ PREVIOUS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | NEXT ›

Real Training from Simulated Experiences

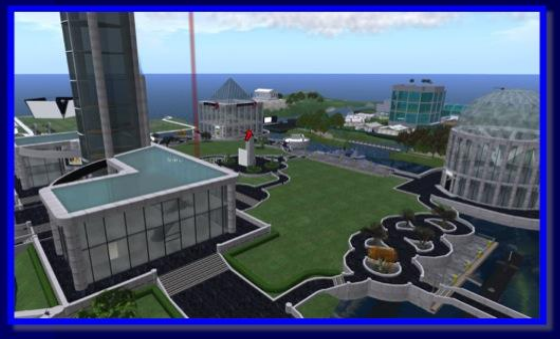
Virtual World Partnerships

Additional

- GameTech 11
- FVWC11: New Theme
- MiLands
- Serious Games and Showcase Challenge
- DAU – US Nexus - IPT Training

US MILANDS

Joint United States Military Presence in Second Life®



Joint Forces

Navy

Army

Air Force

09 November 2009

Questions?